The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Original) A video game program for causing a computer to implement a video game which displays a character on a monitor, and in which the operation of the character can be controlled, the video game program comprising:

a terminology storing function for storing running commentary terminology used while the video game is in progress;

a first running commentary function for performing play-by-play or commentary relating to the video game using the running commentary terminology;

a running commentary interrupting function for interrupting the first running commentary function when specific events have occurred while the video game is in progress;

a second running commentary function for performing play-by-play or commentary relating to the specific events when the running commentary interrupting function has been executed;

a running commentary returning function for causing a return from the second running commentary function to the first running commentary function; and

a running commentary continuing function for causing the continuation of the play-by-play or commentary by the first running commentary function which was interrupted by the running commentary interrupting function, when the running commentary returning function has been executed.

2. (Original) The video game program recited in Claim 1, wherein the first running commentary function comprises:

a first terminology selecting function for selecting the running commentary terminology stored in the terminology storing function;

a first selected terminology storing function for storing the running commentary terminology selected by the first terminology selecting function;

a first audio output function for converting to sound and outputting the running commentary terminology stored in the first selected terminology storing function; and

a first transmission function for transmitting the running commentary terminology from the first selected terminology storing function to the first audio output function.

3. (Original) The video game program recited in Claim 2, wherein the running commentary continuing function causes the continuation of the play-by-play or commentary of the first running commentary function, based on the running commentary terminology stored in the first selected terminology storing function of the first running commentary function.

4. (Currently Amended) The video game program recited in Claim 1 ~~any one of Claims 1 to 3~~, wherein the running commentary interrupting function distinguishes the details of the specific events and determines whether to interrupt the first running commentary function.

5. (Currently Amended) The video game program recited in <u>Claim 1</u> ~~any one of Claims 1 to 4~~, wherein the second running commentary function comprises:

a second terminology selecting function for selecting the running commentary terminology stored in the terminology storing function;

a second selected terminology storing function for storing the running commentary terminology selected by the second terminology selecting function;

a second audio output function for converting to sound and outputting the running commentary terminology stored in the second selected terminology storing function; and

a second transmission function for transmitting the running commentary terminology from the second selected terminology storing function to the second audio output function.

6. (Currently Amended) The video game program recited in <u>Claim 1</u> ~~any one of Claims 1 to 5~~, wherein various phrases are formed with the running commentary terminology, according to the contents of the play-by-play or commentary, and the phrases are collected as a phrase group, in the first and second running commentary function.

7. (Original) The video game program recited in Claim 6, wherein attributes are established for the phrase group and it is determined whether to execute the running commentary returning function based on the attributes.

8. (Currently Amended) A video game device which displays a character <u>in a video game</u> on a monitor and in which the operation of the character can be controlled, comprising:

terminology storing means for storing running commentary terminology used while the video game is in progress;

first running commentary means for performing play-by-play or commentary relating to the video game using the running commentary terminology;

running commentary interrupting means for interrupting the first running commentary means when specific events have occurred while the video game is in progress;

second running commentary means for performing play-by-play or commentary relating to the specific events when the running commentary interrupting means has been executed;

running commentary returning means for causing a return from the second running commentary means to the first running commentary means; and

running commentary continuing means for causing the continuation of the play-by-play or commentary of the first running commentary means interrupted by the running commentary interrupting means, when the running commentary returning means have been executed.

9. (Currently Amended) A video game method which displays a character in a video game on a monitor and in which the operation of the character can be controlled, comprising:

(a) ~~a terminology storing step for~~ storing running commentary terminology used while the video game is in progress;

(b) ~~a first running commentary step for~~ performing play-by-play or commentary relating to the video game using the running commentary terminology;

(c) ~~a running commentary interrupting step for~~ interrupting the ~~first running commentary~~ step (b) when specific events have occurred while the video game is in progress;

(d) ~~a second running commentary step for~~ performing play-by-play or commentary relating to specific events when the ~~running commentary interrupting~~ step (c) has been executed;

(e) ~~a running commentary returning step for~~ causing a return from the ~~second running commentary~~ step (d) to the ~~first running commentary~~ step (b); and

~~a running commentary continuing step for~~ causing the continuation of the play-by-play or commentary of the ~~first running commentary~~ step (b) interrupted by the ~~running commentary interrupting~~ step (c), when the ~~running commentary returning~~ step (e) has been executed.